

2014 MYLAN WTT
OFFICIAL RULES GUIDE





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PHOTOS:

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Except where otherwise stated in this Rules Guide all rules apply to both genders.

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TABLE OF CONTENTS

SECTION 1 DEFINITIONS	1
SECTION 2 LEAGUE ADMINISTRATION	4
SECTION 3 PLAYERS	13
SECTION 4 DRAFT	23
SECTION 5 MATCH OPERATIONS	30
SECTION 6 PLAYING RULES	44
SECTION 7 APPEALS, FINES, AND CONDUCT	60
SECTION 8 TERMS OF PLAYER PARTICIPATION	72
INDEX	80

SECTION 1

DEFINITIONS



- 101 **WORLD TEAMTENNIS, LLC (WTT LLC)** is the owner and administrator of the WORLD TEAMTENNIS League. WORLD TEAMTENNIS (WTT) has the right to revise these rules periodically at its sole discretion.
- 102 **RULES - WORLD TEAMTENNIS, LLC** distributes the Rule Guide to franchise owners, players, and officials prior to the beginning of the season. The World TeamTennis Official Rules Guide governs the operations of WTT matches and various matters regarding the relationship between WORLD TEAMTENNIS, LLC, the players, and franchise owners.
- 103 **FRANCHISE OWNERS** are those individuals who have signed Franchise Agreements with WORLD TEAMTENNIS, LLC whereby they are granted the right to establish own and operate an individual WORLD TEAMTENNIS® Franchised Team in a certain area approved by WORLD TEAMTENNIS, LLC.
- 104 **FRANCHISE AGREEMENT** refers to the agreement signed by WORLD TEAMTENNIS, LLC and the individual franchise owners, under which the franchise owner is given the right to stage matches.
- 105 **PLAYERS** are individuals calling themselves amateurs or professionals who sign and agree to play WTT according to the terms and conditions as stated in the Player Agreement.
- 106 **PLAYER INDEPENDENT CONTRACTOR AGREEMENT** refers to the agreement between player and/or player agent and WTT under which a player agrees to participate in the Draft and is engaged to play in the League season. NOTE: If player is not drafted to a team, the player agreement becomes null and void.
- 107 **DRAFT** is the system by which players who have signed Player Agreements are distributed among the teams according to the Draft Rules (Section 4).
- 108 **OFFICIAL BALL** shall be selected by the League Office.

- 109 **COACHES** each team must select their own coach. Teams will not be permitted to have player/coaches. See also Rules 208, 313, 506, 630, 704, 706, 710, & 805.
- 110 **SCHEDULE** will be made by WORLD TEAMTENNIS, LLC and distributed to the franchise owners each year. The Schedule will include the date, time, and location of each match which must take place within the season.
- 111 **REGULAR SEASON** consists of dates set by the League whereby all regular season matches will take place.
- 112 **SEASON QUALIFICATION:** For all players other than marquee, a season is defined as either (a) playing in three (3) matches for one team, or (b) playing a total of four (4) matches in one season regardless of the number of teams.
- 113 **CONFERENCE** refers to the two conferences that will compete during the 2014 Mylan WTT season (Eastern Conference, Western Conference).
- 114 **MYLAN WTT CONFERENCE CHAMPIONSHIPS:** The top two teams from both the Eastern and Western Conferences compete in the conference championships on July 24, 2014.
- 115 **MYLAN WTT FINALS** is the season ending event in which the Eastern and Western Conference Champions compete for the King Trophy, named after WTT co-founder Billie Jean King. The Conference Champions will compete in the Mylan WTT Finals on July 27, 2014.
- 116 **MATCH** is each individual contest between two Mylan WTT teams which shall consist of 5 sets (men's and women's singles, men's and women's doubles and mixed doubles) played according to these Rules (Section 5 - Match Administration and Section 6 - Playing Rules).
- 117 **OFFICIAL PLAYING SURFACE** - The League Office mandates that the home team provide a hard court which shall be painted as described by the League.

SECTION 2
LEAGUE ADMINISTRATION



201 **WORLD TEAMTENNIS MATCHES** will be operated under control of these Rules, the Franchise Agreement, the Confidential Operations Manual, and the individual Player Independent Contractor Agreements.

202 **INTERPRETATION OF THE RULES**

A In respect to the rules, final word or interpretation in regard to the franchise owner and the League will be taken directly from the Franchise Agreement.

B In regard to a player and the League, final word or interpretation will come directly from his/her Player Independent Contractor Agreement.

C The CEO/Commissioner or their designate has final authority on any situation which is not specifically covered in the Franchise Agreement, Player Independent Contractor Agreement, or this rules guide.

203 **OFFICERS**

A **WORLD TEAMTENNIS, LLC** shall appoint the Officers of the League. The duties and responsibilities for running the League rest with the CEO/Commissioner of **WORLD TEAMTENNIS, LLC**.

B **CEO/COMMISSIONER** will be responsible for the staging of the matches, implementation of these Rules, and rendering judgments necessary to protect the integrity of the League and the competition on the playing court. The CEO/Commissioner is responsible for the day-to-day operations of the League.

C **DIRECTOR** will assume all duties of the League operations in the absence of the CEO/Commissioner.

D **LEGAL COUNSEL** is appointed by the CEO/Commissioner and provides legal direction to the League.

E **DIRECTOR OF OFFICIATING** is responsible for the selection, training and scheduling of all officials and reports to the CEO/Commissioner.

204 **WTT CONFERENCE CHAMPIONSHIPS & FINALS**

A All roster players, exempt players, wildcard players, and marquee players must participate on his/her team for three matches during the regular season to qualify for participation in the WTT Conference Championships & WTT Finals.

B If a player substitutes for a team for the first time during the WTT Conference Championships & WTT Finals, that player may play only two sets in each match.

205 **LEAGUE STANDINGS** will be determined on the basis of the final season win-loss record of completed matches the individual teams compile with the percentage of wins versus matches played being the primary determinant.

206 **LEAGUE STANDINGS TIEBREAKERS**

A **TWO TEAMS TIED**

If there is a tie in the final standings between two teams on the basis of the foregoing, the following tiebreaking procedures will apply:

- 1.) Head to Head Record
- 2.) Most Games won in Head to Head Meetings.
- 3.) Least Games lost in Head to Head Meetings.
- 4.) Most Games won in matches with common opponents.
- 5.) Least Games lost in matches with common opponents.
- 6.) Overall Games Won
- 7.) Overall Games Lost
- 8.) Coin Toss

B MORE THAN TWO TEAMS TIED

If there is a tie in the final standings between three or more teams AND none of the tying teams has won all matches against all tying opponents the following tiebreaking procedures will apply:

- 1.) Most Games won in matches with common opponents.
- 2.) Least Games lost in matches with common opponents.
- 3.) Game Differential in matches with common opponents.
- 4.) Overall Games Won
- 5.) Overall Games Lost
- 6.) Coin Toss

Note: Only applies for tiebreakers 4 & 5 when two teams are tied and tiebreakers 1-3 for ties between three or more teams. If there is a difference in the number of matches with common opponents, the team with an additional match(es) will have the difference in the number of matches eliminated by the following procedure:

1. The team's matches with common opponents games won will be sorted in ascending order.
2. The number of games won in matches with common opponents will be averaged.
3. Starting with the closest score below the average and descending, scores will be eliminated until the number of matches with common opponents is equal.

This same process will be used for least games lost with common opponents if necessary. Least games lost scores will be sorted in descending order and matches will be eliminated starting with the closest score above the average and ascending.

Example: If two teams are tied and tiebreakers 1-3 have not broken the tie and there is a difference in the number of matches between common opponents or for tiebreakers 1-3 when three or more teams are tied. The tie will be broken as follows:

Team A played 11 common opponent matches.	Team B played 10 common opponent matches.
Games Won in Matches with common opponents – Sorted in Ascending Order	
25, 24, 23, 20, 18, 16, 15, 12, 11, 10, 7	25, 25, 23, 22, 20, 16, 13, 12, 7, 4
Average of Games won = 16.45	
The match eliminated is: 16	
Total Games Won = 165	Total Games Won = 167

- 207 **COMPLETED MATCH** is determined by the score in the match at the completion of the 5 sets plus Overtime and Supertiebreaker, if necessary.
- A If an act of nature occurs the match will be completed indoors as quickly as possible from the point of suspension.
 - B If the match can't be completed indoors the League will determine when the match will be completed.
 - C If the match can't be completed during the regular season and 3 sets have been completed the match result will count in the League Standings. If 3 sets have not been completed then the match will not count in the League Standings but the games played will count towards bonus money standings.
- 208 **COACHES** will be hired and compensated by the individual franchises.
- 209 **REGULAR SEASON AND WTT CONFERENCE CHAMPIONSHIPS & WTT FINALS COMPENSATION** will be distributed to each player according to the terms outlined in each Player's Player Independent Contractor Agreement.

210 **2014 WTT BONUS INCENTIVES**

Note: These figures are subject to change at the sole discretion of WTT.

Regular Season

Team Finish	Per Roster Player
1	\$2,500
2	\$2,000
3	\$1,500

Individual Finish	Men/Women Singles	Men/Women Doubles	Mixed Doubles
1	\$7,500	\$9,000	\$9,000
2	\$6,000	\$7,000	\$7,000
3	\$4,000	\$4,000	\$4,000
4	\$3,000	\$3,000	\$3,000

INDIVIDUAL FINISH BONUS INCENTIVES are based on the team winning percentage. The bonus money will be split based on individual games won.

**WTT CONFERENCE CHAMPIONSHIPS &
WTT FINALS**

Team Finish	Per Roster Player
Champion	\$8,000
Finalist	\$4,000
Semi-Finalist	\$2,000

MVP Awards

Female & Male MVP	\$7,500
Female & Male Rookie of the Year	\$2,500
Finals MVP	\$2,500

NOTE: If a player is still competing in the Wimbledon Championships and misses WTT matches, their guarantee will be pro-rated. Players will still be eligible for bonus prize money provided they appear on a team roster for 80% of the matches from the time they rejoin the team after Wimbledon.

A TEAM FINISH

Only roster team members, who appear on a team roster for 80% of a team's matches (11 out of 14 matches on the team roster), will receive 1/4 of the team's prize money. Any team finish ties will be broken according to TIES.

B INDIVIDUAL SET FINISH

Prize money will be distributed on the standings of each WTT team in the relative individual event of team rankings – men's singles, team rankings – women's singles, men's doubles, women's doubles, mixed doubles. Each team's standing will be determined according to the total number of games won by that team versus the total number of games played in that event expressed as a percentage. For an individual to be eligible for the Individual Event Finish money in any event, he/she must appear on a team roster for 80% of a team's matches (11 out of 14 matches on the team roster). Any ties will be broken according to TIES. A player's percentage of the Individual Finish prize money of his/her team is based on the player's contribution of winning games. In singles, an individual player's share of his/her team's prize money will be determined by the percentage of games that player won of the team's total games won. In doubles, an individual player's share of his/her team's prize money is calculated on the same basis but must be further divided in half because there are two player positions splitting the doubles money.

Example:

The team comes in first in Mixed Doubles winning 80 of the 140 games played, earning \$9,000.

Player A played in all 140 games, winning 80.

Player B played in 100 games, winning 60.

Player C played 40 games, winning 20.

Player A would receive \$4,500 (played in every game, so receives half of the money).

Player B would receive $60/80$ of \$4,500 = \$3,375.

Player C would receive $20/80$ of \$4,500 = \$1,125.

For the purpose of these rules, to play in a game, you must be on the court when a game is won or lost. If you are substituted for before a game is determined, you do not get credit for that game, but you do get credit for all games which you won or lost when you were on the court.

C TIES

If there is a tie in the final standings, the following tie-breaking procedures will apply:

1. The tie will be broken in favor of the team/player with the most direct wins over the tying team(s)/player(s).
2. If a tie still exists, the team/player who has won the most total games in the regular season will be given precedence.
3. If a tie still exists, it will be broken in favor of the team/player that has scored the most games over the other during the regular season.
4. Should a tie still exist, it will be broken by the team/player that has lost least total games in the regular season.
5. If a tie still exists, there will be a coin toss.

212 **MVP/ROOKIE OF THE YEAR AWARDS**

Prize Money for MVP's and Rookies of the Year will be distributed in whole to the players at the end of the Regular Season who have the highest percentage of games won versus games played in their best two (2) individual sets (individual sets meaning singles, doubles and mixed doubles). To be considered for the awards, the total number of games played by an individual in each set must represent at least a majority of total team games played by roster players in that set. The total number of games played by marquee and/or exempt players in each set will not be counted towards the total team games played in a set. Any ties will be broken according to rule 211C. A player may not win MVP and Rookie awards in the same year.

213 **ROOKIE OF THE YEAR AWARD QUALIFICATION**

To qualify for the Rookie of the Year Award, a player must not have previously played either 3 matches for 1 team in a season or 4 matches total in a season regardless of the number of teams.

SECTION 3 PLAYERS



- 301 **MARQUEE PLAYER** – A player who is compensated on a per match basis determined at the sole discretion of WTT. Regardless of whether a marquee player plays a match at home or away, a marquee player’s compensation is funded solely by the Franchise Team on which the Player is a member, except when another team drafts a visit for this player. A marquee player is not required to play every match in a season. The League will honor any restrictions regarding a marquee players participation in specific markets or scheduling conflicts. All marquee players must complete an agreement by February 11, 2014, any marquee player who completes an agreement after this date will be classified as a wildcard player.
- 302 **EXEMPT PLAYER** - A player who is permitted to play a limited number of matches in a season, as stipulated in the Player’s agreement with Franchisor. Exempt players must fall into either the USA DAVIS/FED CUP EXEMPTION or the INTERNATIONAL EXEMPTION (See Rule 310). Regardless of whether an exempt Player plays a match at home or away, an exempt Player’s compensation is funded solely by the Franchise Team on which the Player is a member, except when another team drafts a visit for this player. All exempt players must complete an agreement by March 10, 2014, any exempt player who completes an agreement after this date will be classified as a wildcard player.
- 303 **WILDCARD (WC) PLAYER**
- A A player(s) that is named to a team’s roster following the 2014 Drafts. A team is allowed to choose one man and one woman as their WC Player. A WC Player is permitted to play a limited number of matches in a season (maximum 4 and playoff matches if applicable), as stipulated in the Player’s agreement with Franchisor. Additional matches may not be added to a WC Player’s schedule following the original commitment. Regardless of whether a WC Player plays a match at home or away, a WC player’s compensation is funded solely by the Franchise Team on which the WC Player is a member.

- B WC players can be protected the following season, however WC players may not be protected in any other category (marquee, exempt, or roster player) the following season. Wildcard players are subject to postseason qualification requirements (see rule 204). Wildcard players are ineligible to compete as a substitute player after competing as a wildcard player.
- C If a wildcard player declines to play when protected by a team, they are ineligible until the team who protected confirms a different wildcard player of that gender.
- D Teams will be granted a WC Player on a first-come, first-serve basis; if two or more teams request the same player, priority will be given in draft order barring any other restrictions (i.e. scheduling, logistics). WTT CEO/Commissioner will have final approval on all WC Player confirmations and may assign a WC Player to a team if necessary.
- E All wildcard requests must be made 48 hours prior to a match and must include all matches that will be played.

304 **WILDCARD PROCEDURE**

A PRE-SEASON – PROTECTIONS

1. Immediately following the Roster Draft each team will receive an invoice for the outstanding funds due. This invoice is due 15 days following the Draft.
2. Teams who had a 2013 wildcard may protect those players during the protection window, which is 15 days following the Roster Draft. Names will be submitted for protection and once funds are posted, the League will attempt to confirm the protected player(s).
3. If the player funds invoice is not paid by the end of business on day 15 (5 PM Eastern), the protection will be void and the player returned to the pool.
4. At the end of business on day 15 (5 PM Eastern), all teams will be notified of 2013 wildcard players who were and were not protected.

5. Wildcard submissions will not be accepted from any team who has a past due balance.
6. All wildcard agreements must be completed within 30 days of the request. If an agreement can't be reached on day 30 the team must confirm in writing that the team wants the League to continue pursuing an agreement.

B PRE-SEASON – NEW PLAYERS

1. At 9 am Eastern on day 16 the “new wildcard player” window will open and Requests will be accepted via the wildcard request form.
2. Teams may submit up to 3 male and female requests in priority order.
3. At the end of business on day 25 (5 PM eastern), the “new wildcard player” window will close.
4. The League will review the requests that were submitted and using draft order to resolve any duplicate requests.
5. By day 28 the League will inform the teams of the wildcard submissions.
6. Teams may then adjust their lists or submit new names and the League will attempt to complete an agreement.
7. All wildcard agreements must be completed within 30 days of the request. If an agreement can't be reached on day 30 the team must confirm in writing that the team wants the League to continue pursuing an agreement.

305 **A ROSTER PLAYER** - A player who is compensated on the basis of the entire season and whose compensation is funded solely by the Team on which that player is a member. A roster player is required to play every match in a season except (i) as replaced by a marquee player, (ii) as may be stipulated in that roster player's agreement with WTT, or (iii) if the roster player is playing in a capacity as a substitute player. Any roster player who completes an agreement by March 10, 2014, any player who completes an agreement after this date will be classified as a wildcard player.

306 **AMATEUR PLAYERS** - World TeamTennis in conjunction with the USTA and WTT Franchise Owners can assign a full team of American Amateur players (2 boys, 2 girls) to a specific World TeamTennis team.

307 **ALTERNATE PLAYERS**

- A Alternate players are selected by the team to sit on the bench at home and away matches. If the team chooses to travel their local Alternate Player the team must pay all of the Alternate Player's expenses.
- B The alternate man and woman are not obligated in any way to the League or the League to them.
- C Alternate players may only play according to rule 507, if a player becomes ill, injured, or ejected during a match and through that absence, the team would not be able to field a doubles team.
- D Each team may have one designated alternate player per gender, per WTT match. Player shall be named prior to the start of the match and submitted to the umpire with the final lineups.

308 **PROTECTION ELIGIBILITY**

- A The League will provide each team a list of players that each team is eligible to protect and the rounds in which they must be protected.
- B Marquee players may be protected after appearing on a roster for one (1) match in the previous season.
- C Exempt, roster, and substitute players may be protected after appearing on a roster for three (3) matches in the previous season.
- D Wildcard players may be protected after appearing on a roster for one (1) match in the previous season only as a wildcard. Wildcard players may not be protected as a marquee, exempt, or roster player.
- E Players who change are reclassified as marquee, exempt, or roster players must be protected in the Draft that corresponds to their current classification in the first open position.

F If a player has played in the 2013 season and is eligible to be protected becomes injured and unable to participate in the 2014 season, that team retains the rights to the player for the next season(should the player be healthy and enter the upcoming Draft). Should to player not enter the next Draft the team no longer retains the rights to the player.

G If a substitute player has played a minimum of three (3) matches for a team in a season, that team has the option to protect that player for the following year’s Draft. See substitute players rule 311.

If the substitute player is protected, he or she must be protected in the same round that the player he or she substituted for was drafted in.

If the team also chooses to protect the player that he or she substituted for, that player must be protected in the same round that the other roster player of the same gender was drafted/protected in the previous year’s Draft.

Example:

Round	1	2	3	4
	Player A	Player B	Player C	Player D

Players B & C are of the same gender. Player X substitutes for Player C for 3 or more matches. The team chooses to protect Player X & Player C. Player X takes Player C’s place in round 3. Player C takes Player B’s place in the 2nd round.

309 **PLAYER LIMITATIONS**

A All players, other than substitutes, may play in only three sets per match, except as listed below.

B If a substitute player is brought in to replace a roster player for a minimum of 3 matches, he or she may play in 3 sets including Overtime and Supertiebreaker if necessary.

- C If a substitute player is brought in for a maximum of 2 matches, he or she may play only 2 sets including Overtime and Supertiebreaker if he or she played in the final set leading into Overtime or Supertiebreaker.

310 **PLAYER EXEMPTIONS**

- A **USA DAVIS/FED CUP EXEMPTION.** If an American player has competed in Davis/Fed Cup (team event) in the past three years (2011, 2012 and/or 2013), WTT will allow the player to participate in a select part of the WTT season. If a team drafts an exempt player, the team would still need to draft two roster players of the same gender for the season.

- B **INTERNATIONAL EXEMPTION.** To be an exempt international player, the player shall (i) be ranked in the top 20 in singles and doubles (at the same time), OR (ii) be ranked in the top 15 in singles or doubles, and he/she must have played Davis/Fed Cup for his/her country in the past three years. Each player will be evaluated on a case by case basis. The ranking date for determining a player' exempt status shall be the ranking on the date that the player's WTT contract is signed OR the official WTA/ATP ranking on the Monday prior to the WTT Exempt Draft.

311 **SUBSTITUTE PLAYERS**

- A Substitute players are selected by the League to replace ill, injured, or withdrawn players. Substitute players are treated just as if they had been drafted by the team relative to these rules.
- B Any player substituting for a marquee player may play 3 sets.
- C Teams are responsible to pay for substitute player's travel to and from the match site.
- D Any player is eligible to substitute for a team during the regular season. A substitute player may play for more than one team during a season as long as he/she plays only two matches or fewer for each team.

E If more than one team needs a substitute player at the same time the League will use draft order as priority to replace the players if a conflict occurs.

F When substitute players are required due to injuries or other unexpected player absences, substitute players will be located and placed by the League as soon as practicable after the League receives notice of the injury or unexpected withdrawal.

312 **POSTSEASON SUBSTITUTE PLAYER CRITERIA**

In the event that a substitute player is required for WTT Playoffs (either Conference Championship Matches/WTT Finals Match or both), the following procedures will be used.

A **Ranking Date:** First Monday of the WTT Season (in 2014, will be ranking that comes out on July 7).

B **Determination of Singles/Doubles Ranking:** If player has competed in at least 51% of singles games during the regular season, the player's singles ranking will be used to determine applicable ranking. If player competes in less than 51% of singles games, the player's doubles ranking will be used for ranking purposes. **If a singles ranking is used to qualify, the player must play the singles set in the match. If a doubles ranking is used to qualify, the player must play the men's/women's doubles set in the match.**

Note: If a substitute player is required and multiple players have qualified for the vacant roster spot, the ranking of the player who played the most matches will be used. If a tie still exists, singles games played percentage will be used to break the tie.

C **Current Players in Top 200 (singles or doubles)**

If a substitute player is required for a player ranked in the top 200 positions, the substitute player shall not be more than 20 ranking spots higher than the player he or she is substituting for.

D Current Players Above 200

If a substitute player is required for a player ranked above 200 positions, the substitute's player ranking shall not be more than 10% higher than the player he or she is substituting for.

Note: Players ranked higher than 650 may be replaced by a player with a ranking of 585 or higher.

E Non-Ranked Players or Inactive Player

If a substitute player is required for a player who does not currently have a ranking or is inactive, the average will be calculated based on the yearend ranking of the player's final three seasons on tour. Additionally, the number of inactive years will be multiplied by five and this number will be added to the average to determine the ranking used. The substitute's player ranking shall not be more than 10% higher than the calculated ranking of the player who is unable to compete.

(Note: The ranking will be rounded up if equal to or above .5)

F Inactive Player Definition: A player who has not competed in five ATP/WTA/ITF events in the past 12 months.

Example 1:

Martina Hingis – Inactive for 6 years (2008, 2009, 2010, 2011, 2012, 2013)

Year End Singles Rankings – 2007 -19, 2006 – 7, 2002 – 10

Average Ranking: $12 + 30$ (6 inactive years * 5) = 42

10% Variance = 4.2 (Rounded to 4)

Replacement Player may not be higher than **38**.

Example 2:

Ramon Delgado – Inactive for 3 years (2011, 2012, & 2013)

Year End Singles Rankings – 2010 – 194, 2009 – 203, 2008 – 264

Average Ranking: $220 + 15$ (3 inactive years * 5) = 235

10% Variance = 23.5 (Rounded to 24)

Replacement Player may not be higher than **211**.

313 **ASSISTANT COACHES**

- A Assistant coaches are not recognized as active members of the team, but can be listed as alternates.
- B In the event of an injury, teams will have the choice of either the coach or the alternate entering the match for the injured player. Once a player is replaced by the coach or alternate, they are not allowed to play for the remainder of match.
- C If a player is unable to continue, the team has the option to replace the player using a listed alternate. The Coach is not required to enter the match prior to an alternate.

314 **ASSIGNMENT OF PLAYERS** WTT shall have the right, any number of times and in its sole discretion, to trade or assign a player from one team to another team for any part of the 2014 season on the same terms and conditions as contained in the player's Player Independent Contractor Agreement, with notice to the Player.

SECTION 4 DRAFT



401 **ELIGIBLE TEAMS**

- A Only those teams which have signed a Franchise Agreement for the current season are eligible to participate.
- B Those teams which are not current in their assessments may not draft or if allowed to draft, will draft in a penalized position.
- C Those teams which have not posted letters of credit or demonstrated financial ability to perform, sufficient to satisfy the CEO/Commissioner may be denied participation in the drafting process, at the discretion of the CEO/Commissioner.
- D Any franchise owner who has materially breached his/her Franchise Agreement or these rules by offering a player or arranging for a player to be induced to enter the Draft through material gain will not be permitted to participate in the Draft. (See also 709)

402 **ELIGIBLE PLAYERS**

- A Only players who have signed and submitted Player Agreements by the deadline may be included in the Draft.
- B Players who have been induced by owners to sign up for the draft by promises of material gain are in violation of these rules. These players will not be included in the Draft list of eligible players for the current season.
- C Players who submit Player Independent Contractor Agreements and then withdraw after being drafted and notified will not be included in the list of eligible players for the next two (2) years. Said exclusion does not, however, in any way limit other legal remedies afforded to WORLD TEAMTENNIS, LLC. Exceptions will be made for those players that withdraw due to injury.

403 **ENTRANCE TO THE DRAFT**

- A Players may enter on an official Player Independent Contractor Agreement or on a copy of the Player Independent Contractor Agreement prior to the deadline. All Player Independent Contractor Agreements which are received must be included in the list of eligible players.
- B Player Independent Contractor Agreements received through agents on or after the deadline, may be accepted up to the time of the Draft.

404 **ORDER OF DRAFT**

- A Established teams will draft based on the previous year's final team standings (includes conference championship and championship match) in reverse order. The team that wins the WTT championship match will draft in the last position.

B 2014 DRAFT ORDER

1. San Diego Aviators
2. Philadelphia Freedoms
3. Austin Aces
4. Boston Lobsters
5. Texas Wild
6. Springfield Lasers
7. Washington Kastles

- C If a team drops out of the League prior to the upcoming season, their position in the Draft will be taken by the team that finished one place ahead of them in the final season standings.
- D New teams coming to the League for the following season will draft in the middle of the order. When the new team joining the League creates an even number of total teams for the upcoming season, that team will draft in the middle position closest to the first draft pick. **If there are 8 teams the new team drafts 4th, 9 or 10 teams new team drafts 5th.**

E The CEO/Commissioner shall cause the League office to forward to each team the Order of the Draft no less than two (2) weeks prior to the Draft.

405 **DRAFT TYPES** - The League conducts two Drafts each season, the Marquee and Roster Drafts are held on dates to be determined by the League. The Marquee Drafts is held prior to the Roster Draft. The published draft order is used for both Drafts.

406 **MARQUEE DRAFT**

A During the Marquee Draft teams select marquee players as well as marquee visits.

B The League will publish a list of eligible players prior to the Draft.

C Teams will first select or protect marquee players in draft order. When players remain on the eligible player list, the team due to select can either choose a player or pass in the selection.

D When the last eligible player is selected, the League will confer any remaining submitted protections. The marquee visits will begin with the team who is next in the draft order.

407 **ROSTER DRAFT**

A Each team may pick one name from the list of eligible Players (Roster Exempt & Roster Player), at its turn in the Draft.

B The Draft will continue round by round, until each team has selected two men and two women (or, in the case of a team with a marquee player, enough players to fill its roster for the duration of the season). All selections are final once recorded by the Draft Master.

C Each team will receive a 1st, 2nd, 3rd, 4th round pick (additional rounds if necessary) regardless if they have drafted a marquee player. Protected players will be drafted in the same round that they were drafted in the previous year.

D If one member of an established doubles team or mixed doubles team is drafted, the team that drafts that player can protect his/her partner, but must draft that player in the next round. If one member of an established doubles team or mixed doubles team has been protected from the previous season, the franchise can protect his/her partner, but must draft that player as the team's first available draft pick. Only doubles players that have played as partners in four (4) or more tournaments in the twelve (12) months preceding the Draft qualify automatically for this protection. Mixed doubles teams must have played in a minimum of 2 Grand Slam tournaments in the preceding 12 months to qualify for this protection. The League will consider other doubles teams for this exemption on an individual team by team basis.

408 **OPERATION OF THE DRAFT**

- A A team loses its turn in the Draft round and picks at the conclusion of that round, if it:
1. picks out of turn;
 2. picks a player who was already chosen;
 3. picks a player not officially entered;
 4. picks a player with restricted entry, or
 5. exceeds the time period
 6. picks more than 2 Roster players of the same gender.
- In the next round that team drafts in its normal position.
- B For the first and second rounds, each team will have five minutes to make its selection. For the third, fourth, and any succeeding rounds, each team will be permitted three minutes. There may be a three-minute intermission at the conclusion of each round if desired.
- C A Franchise is negotiating a trade during a round, the Franchise may ask the Draft Master for up to an additional ten minutes beyond what is permitted. There will be up to a five minute break for trade approvals.

409 **PROTECTION OF PLAYERS**

A Teams must submit their roster player protections on the Official Player Protection for to the League by 6 PM (local time of the Draft location) on March 10, 2014.

B A team may not protect more than four roster players.

C **REQUIREMENT TO DRAFT A PROTECTED PLAYER**

If a team announces a player protection at the Pre-Draft meeting the team is required to draft the protected player in the round the player was originally drafted. After a team has protected a player, the player must be drafted prior to trading the player's rights to another team.

410 **TRADES**

A All trades must be received in writing to the League Office.

B The League will approve or deny all trades within 72 hours of receipt of a signed trade agreement. The League's decision will be in writing and an explanation will be included if the trade is denied.

C Player trades are allowed before, during, and after the Draft. Trading of Draft picks is allowed before and during the Draft.

D All Pre-Draft trades must be submitted to the League at least 90 minutes prior to the start of the Draft. Any trade submitted within 90 minutes of the start of the Draft will not be approved by the League until after the start of the Draft when one of the teams involved in the trade has the right to select a player (i.e. an open Draft slot).

E Teams may trade players for the season up to and including the last day of the regular season. If a player is not willing to move, that player must sit out one season unless the franchise currently holding rights to that player agrees to release that player.

- F If a player is to be traded, the trade can be made for another player or future Draft pick. Franchise owners will work the arrangements of a direct trade. The League should be notified immediately of all trades and has final approval of such trades. The League will act as mediator in the event of a dispute between franchise owners.
- G Only teams that have posted a Letter of Credit (LC) by December 31, 2013 for the upcoming season will be eligible to participate in player negotiations outside of the Draft date and season dates (off season – August 2013 to March 2014). If teams have not posted the LC, then those players involved in trade negotiations will go into the Draft and their team will not retain their rights.
- H Trades that are negotiated outside the season will only become valid for the following year if the two teams involved have posted their Letter of Credit by December 31, 2013 for the upcoming season.
- I Trades for marquee or exempt players will not be approved if the player will not participate in a home match during that season.

411 **DRAFT MASTER**

- A The CEO/Commissioner shall be or appoint the Draft Master.
- B All appeals shall be made to the Draft Master during the Draft. The Draft Master's decisions will be final. Once the Draft is completed no further appeals will be permitted.
- C The Draft will conclude when the Draft Master ascertains all teams have made the necessary picks. If for any reason a team is unwilling to make a selection, the Draft Master may make a selection for that team so as to conclude the Draft.

SECTION 5

MATCH OPERATIONS



501 **MATCH AND ORDER OF PLAY**

The match between two WTT teams will consist of five sets plus Overtime, if any, and Supertiebreaker, if necessary. The sets shall be men's and women's singles, men's and women's doubles and mixed doubles. One set of each. The order of play/sets shall be determined by the coach of the home team.

A A WTT Team consists of 2 male, 2 female players, and a coach.

B When a marquee/exempt/wildcard player(s) is/are on a team and participating in a match, all players on the team's roster are eligible to participate in the match. The marquee player(s) is/are required to play 2 sets unless prior approval has been given by the League Office.

Example: If a team drafts marquee, roster 1, and roster 2, marquee can play Men's Singles and Mixed Doubles and roster 1 and roster 2 can play Men's Doubles.

Note: If 2 marquee players of the same gender are participating in a match, each is required to play 2 sets and that team's roster players of that gender will not play except in the event of an injury or substitution.

Note: If there is a marquee doubles team the doubles team will count as 1 marquee player and will satisfy the rule by playing 2 sets. Once a member of the marquee doubles team begins a set their counterpart is ineligible to be a substitute for that set.

502 **LINE-UP & WARM-UP**

A The visiting team must notify the home team's office of changes in the visiting team's travel roster at least 48 hours prior to the scheduled start of the match.

B Both Coaches and the Umpire shall meet on the court 60 minutes prior to the scheduled match start time.

C The home coach shall give the umpire the ORDER OF PLAY, CHOICE OF SERVER OR SIDE, and break time at this meeting.

- D After reviewing the ORDER OF PLAY, CHOICE OF SERVER OR SIDE, the visiting coach will submit their final lineup.
- E The home coach shall then submit their final lineup. **NOTE:** These lineups are final, and any changes from the exchange point forward will be considered a substitution.
- F If a match has not started and is rescheduled for another day due to weather conditions or any unforeseen circumstances, the home team and visiting teams may change their lineup and the order of play may be changed by the home team.
- G If the home team has not set order of play by 55 minutes before scheduled match the umpire shall award the right of setting order to the visiting team.
- H 60 minutes prior to the scheduled starting time of the match, **THE MATCH IS IN THE CONTROL OF THE CHAIR UMPIRE.** He/she will enforce the practice time and the starting time of the match. Teams, by mutual agreement, may waive practice time.
- I All discussion pertaining to the match will be between the Chair Umpire and the team coach or designated team representative.

503 **WARM-UP**

- A Home team shall furnish one dozen new tennis balls to the visiting team for practice and warmup.
- B Home team has warmup until one hour before scheduled starting time of the match.
- C Visiting team gets the court for the next 30 minutes.
- D The last 15 minutes prior to the player introductions at the beginning of the evening's events shall be the warmup period for both teams, and the court shall be divided in half during this 15 minute period so that both teams may warmup at the same time.

- E The home team, upon 48 hours notification to visiting team and the League Office, may use the court for promotion from one hour before the scheduled starting time until the last 15 minutes prior to the match. Pre-match warmup schedule will then be moved back 45 minutes to accommodate the promotion.
- F The warm up times must be adjusted to allow the visiting team 30 minutes of court time with all members if the home team has obligations for the visiting players.

504 **PRE MATCH PROTOCOL**

- A The Chair Umpire is responsible for maintaining the official time clock.
- B Player Introductions must be completed by the scheduled match time.
- C The National Anthem will be played immediately following the player introductions. Immediately Following National Anthem a two minute warmup for first set followed by the umpire calling time for the start of the match.
- D The first ball must be struck by seven (7) minutes after the scheduled match time.

E **PENALTIES**

- A. If a team (home or visiting) is not ready for play at seven (7) minutes after the scheduled match time that team will be fined \$500 for the first occurrence and \$1,000 for each additional occurrence.
- B. Team that is fined will be given three (3) minutes to begin play.
- C. If team is not ready to play at ten minutes and 20 seconds (10:20) minutes after the scheduled match time, then the umpire will assess a Time Violation Warning.

D. For every additional 20 seconds that the team is not ready, a Point Penalty Time Violation will be issued by the umpire.

F Immediately following the National Anthem the PA Announcement in Rule 511 D will be read.

G The Chair Umpire shall conduct a microphone test at least 20 minutes prior to the scheduled match start time.

Note: The Chair Umpire will give an exception for weather delays. All other exceptions must be League approved. If a team is requesting an exception, other than for weather, the Chair Umpire must call the Director of Officiating or another League official if unavailable for approval.

505 SET BREAKS & HALFTIME

A A set break will occur at the conclusion of each set. Each set break will include on court promotions and a warmup.

B Warm-up will begin at the completion of on court promotions. If there are no on court promotions during a set break the warmup will begin immediately.

C The home team will notify the Director of Officiating by June 30th which set break will be halftime. Teams may choose either the set break after then 2nd or 3rd set.

D Teams may request 2 extended halftimes in writing to the Director of Officiating by June 30th.

E On court promotions will be five (5) minutes in duration during halftime. All other set breaks permit three (3) minutes of on court promotions.

F The warmup following sets 1, 2, and 4 will be two (2) minutes in duration.

G The warmup following set 3 will be three (3) minutes in duration.

H Time will be called by the umpire at the conclusion of the warmup and play must begin within thirty (0:30) seconds.

506 **TIMEOUTS & ON COURT COACHING**

A Each team will receive two (2) 20-second (:20) on court coaching timeouts per set.

B Timeouts do not carry over between sets.

C Teams will receive one timeout each for Overtime added to the remaining timeouts from the 5th set.

D Teams will receive one timeout for the Supertiebreaker.

E Timeouts must be called within 10 seconds of the end of a point and cannot be taken before a second serve.

F Play must commence within 15 seconds after time is called by the umpire.

G Only the coach may call a timeout.

H During a timeout, a coach or player may go out on the court surface to talk to the player. The player also has the option to go to the bench during a timeout.

I Teammates and coaches may not go on court to give towels or bottles of water to the player (during non-timeout situations). This duty will be handled by the ball kids. At the beginning of each set, the ball kids will be responsible for having a towel and water/drink at each end of the court for player use.

J If a teammate or coach enters the court, a timeout must be used. If the team has used the allotted timeout in that set, a Time Violation will be issued by the umpire.

507 **ALTERNATE PLAYERS PARTICIPATION**

A An alternate player may participate in a WTT match for an ill,

injured, or ejected player. The player replaced by the alternate is ineligible for the remainder of the match. Each substitute will be paid a minimum of \$500 for each match in which he/she participates.

- B An alternate player may only play when necessary due to the lack of a complete doubles team (i.e. a female or male playing singles cannot be substituted for by the alternate –the second regular team member must be the substitute).
- C If an alternate player is not available for a match already in progress, then the coach may fill the role of an alternate if the game to be played is a game against the same gender or mixed doubles.
- D If in singles, a WTT player has already been substituted for by another roster player and that player becomes ill, injured or ejected, then the alternate is eligible to play.

508 **SUBSTITUTIONS**

- A A coach may substitute one player per set per gender at the conclusion of a point. If a player plays and is removed, such player may not return to the match in that same set. Substitution shall be made only by players of the same gender. A substitute or coach reports to the umpire to enter the game. Note: Refer to Rule 507 for limitations regarding alternate players.
- B If, in doubles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set **SHALL NOT** be defaulted automatically. The team may use the coach as a substitute, if of the same gender. If the coach is already playing, then the team will continue to play with only one player left on the court and will finish the set with that one player serving and receiving in the regular order. This rule also applies if there are not two players able to begin a set of doubles. If, in singles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set will then be defaulted. **NOTE:** The coach may elect to default the doubles set if only one player remains. In such cases the non-defaulting team will be awarded the number of games necessary

to complete the set. (Example if the set is defaulted by a team who is leading 2-1, 4 games would be awarded to finish the set 5-2).

509 DOCTORS AND TRAINERS

- A The home team shall provide a doctor and trainer in attendance at each match. (See Also Rule 713)
- B The home team's trainer must be available to the visiting team during its scheduled practice and warmup on the day of the match and during the match.

510 UMPIRES AND OFFICIALS

- A The umpire shall be selected and assigned by the League Office and officials shall be screened and selected by the Director of Officiating.
- B A Chair Umpire, and Six or Seven Line Umpires comprise the officials at a WTT match. The Chair Umpire is in charge of the match. His/her decisions are final.
- C Payment of officials shall be made by the League.
- D The Chair Umpire is in complete control of the match from 60 minutes prior to scheduled starting time of the match until the conclusion of the match.
- E The Chair Umpire is empowered to make a decision on any circumstance during the course of the match that is not adequately covered in the rules or other directives.
- F The officials report only to the WTT League Office through the Director of Officiating.

511 CROWD CONTROL

- A Purpose -The purpose of these guidelines is to provide WTT

match officials a basic framework for crowd control during matches. WTT's goal is for our fans to enjoy all matches in a fun, fan friendly, team supportive environment. Fans should be encouraged to support their teams in various ways, while at the same time, showing respect to the opposing team's players. These guidelines provide information on crowd control and list behavior/conduct that will be prohibited during WTT matches. The Chair Umpire ("BU") shall be in full control of the match at all times and shall determine when a violation occurs. The BU's decision regarding penalties is final.

B GUIDELINES

(A) Fan Guidelines

The following fan behavior is unacceptable, and any fan engaging in this behavior may be removed from the venue by the BU:

1. Derogatory or disruptive comments including those that defame a match participant's race, religion, gender, and/or sexual orientation.
2. Comments which can be interpreted by the BU as being threatening to a match participant's personal safety.
3. Drunk, lewd, and lascivious behavior.
4. Throwing of objects on to the court or around the stadium.
5. Actions which violate Federal, State, or Local Laws.
6. Individual(s) who are distracting/disruptive to, coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue (to be determined by the BU).

(B) Public Address Announcer/Disc Jockey Guidelines

The public address announcer/disc jockey ("PA") shall act respectfully and shall provide positive reinforcement to the fans

in support of the home team. Announcements and music shall not be played between first and second serves. Derogatory and/or disruptive remarks are never acceptable by the PA announcer or DJ. **If a BU hears such remarks, he/she has the authority to penalize the home team according to the Partisan Crowd Penalties.**

C **PENALTIES**

(A) Partisan Crowd Penalties

Once the BU determines that a significant portion of the crowd has violated these guidelines or engaged in other inappropriate conduct during the match, the umpire may assess the following penalties to the home team:

- (i). First Violation - Warning
- (ii). Second Violation - Point Penalty
- (iii). Third Violation - Game Penalty
- (iv). Fourth Violation - Default of Set in Progress (Games earned by violating team will count. Non-violating team will win the set 5 games to the number of games the violating team has earned)

Note: For venues where there is a non-partisan crowd, penalties will be assessed to the team that the fans are supporting.

(B) Fan Penalties

Once the BU determines that a fan(s) has violated these guidelines or engaged in other inappropriate conduct during the match, the BU may follow the procedure below:

- (i). First Violation – Public Address Announcement Warning read by BU & Security alerted by Team Officials.

Public Address Announcement Warning

“Ladies and Gentlemen, as a courtesy to the players and fans around you please refrain from unacceptable behavior while cheering for your team.”

- (ii). Second Violation – Security shall issue a verbal warning to the fan and inform him/her that any additional violations will result in ejection.

(iii). Third Violation – Ejection from venue.

D IMPLEMENTATION

(A) Pre-Match Meeting Procedure

Prior to the start of each match the BU shall hold a meeting with both teams, including all players and coaches. The BU will review the WTT guidelines and answer any questions or concerns. The following points shall be discussed in each meeting:

- (i). Unacceptable Fan Behavior.
- (ii). Requirement for players to play through noise/crowd movement.
- (iii). Advise players that fans will be permitted to cheer for their team during points, while a player is serving etc.

(B) Chair Umpire Instructions

BU will be educated and trained on how to enforce these guidelines. Examples of behavior that violates these guidelines will be provided to each BU. The BU shall report the violation to the Director of Officiating (or another authorized WTT League Official) via telephone call and email immediately after the WTT match.

(C) Coaches & Player Information

Prior to the season, WTT staff will inform the coaches and players about these guidelines so they may prepare for the WTT environment/experience.

(D) Public Address Announcement

To be read immediately after the National Anthem at each match:

“Ladies and Gentlemen, in accordance with Mylan World TeamTennis regulations, fans are encouraged to cheer for their team and have a positive effect on the match. However, the following behavior is unacceptable and may result in ejection:

(i). Derogatory or disruptive comments that may defame a match participant.

(ii). Throwing of objects on to the court or around the stadium.

(iii). Actions which violate Federal, State, or Local Laws.

(iv). Individual(s) who are distracting/disruptive to, coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue. Thank you for your cooperation. Enjoy the Match.”

512 PROCEDURE FOR SPECIAL CIRCUMSTANCES

The Chair Umpire should follow the steps below in order to make the best possible decision.

1. Rain/Lightning

Note: A decision concerning resumption of play shall be made within 45 minutes after the match is stopped due to rain.

Step 1. Check the local radar via computer or news station and determine what the weather conditions are expected.

Step 2. Check the visiting team’s travel arrangements and determine if it is necessary to move indoors.

Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and determine how long it will take to move indoors.

Step 4. Upon receiving all the required information decide whether or not to move indoors.

2. Loss of Power

Note: A decision concerning resumption of play shall be made within 45 minutes after the match is stopped.

Step 1. Check with the home team about the potential problem and if an electrician is available or on his way.

Step 2. Check the visiting team's travel arrangements and use this information to determine if it is a necessary to move indoors quickly.

Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and find out what the transition time of moving indoors will be.

Step 4. After having all the information above make the decision if you will wait for power to be restored or if you will move indoors.

3. Late Start due to Teams

When a team is late for whatever reason, the responsibility of the Chair Umpire is make sure that the Team(s) has sufficient time to warm up, but also start the match as soon as possible. In these cases, halftime may be eliminated to shorten the match. It is never an option to stop a set before its completion. After decisions have been made, the Director of Officiating should be informed of the situation, at the earliest convenient time.

4. Player Injuries

A) Minor Injury - A minor injury is defined as an injury that can be treated with a medical timeout and then play will resume. (i). Reasonable Evaluation Time shall be given. (ii). 3 Minutes of Medical Treatment, See Rule 633.

B) Major Injury - A major injury is defined as an injury where a player must retire from a set immediately. In a situation where additional medical personnel are required the Chair Umpire shall instruct the medical personnel to handle the situation. (i). There is no time limit on the length of the break. (ii). If the delay last 15 minutes or longer a 3 minute warm up is allowed.

5. Emergency Situations

In all emergency situations the Chair Umpire is to let all professional emergency personnel handle the situation. Umpires where possible should gather at the Umpires area and wait for instructions from the emergency personnel for the signal that it is safe to return. If the situation lasts longer than 15 minutes a 3 minute re-warm up is allowed.

6. Other

In any other situation that may occur that is not covered above, the Chair Umpire shall use his/her best judgment to make a decision.

SECTION 6 PLAYING RULES



601 THE COURT

A The court shall be a rectangle, 78 feet (23.77 m) long and, for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide. The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net posts at a height of 3 ½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the center, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.

- The maximum diameter of the cord or metal cable shall be 1/3 inch (0.8 cm).
- The maximum width of the strap shall be 2 inches (5 cm).
- The band shall be between 2 inches (5 cm) and 2 ½ inches (6.35 cm) deep on each side.

B The net posts shall be 3 feet (0.914 m) outside the doubles court on each side. The net posts shall not be more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter.

C The lines at the ends of the court are called baselines and the lines at the sides of the court are called sidelines. Two lines shall be drawn between the singles sidelines, 21 feet (6.40 m) from each side of the net, parallel with the net. These lines are called the service lines. On each side of the net, the area between the service line and the net shall be divided into two equal parts, the service courts, by the centre service line. The centre service line shall be drawn parallel with the singles sidelines and half way between them.

D Each baseline shall be divided in half by a centre mark, 4 inches (10 cm) in length, which shall be drawn inside the court and parallel with the singles sidelines. The centre service line and centre mark shall be 2 inches (5 cm) wide. The other lines of the court shall be between 1 inch (2.5 cm) and 2 inches (5 cm) wide, except that the baselines may be up to 4 inches (10 cm) wide.

E All court measurements shall be made to the outside of the lines and all lines of the court shall be of the same color clearly contrasting with the color of the surface.

F Singles Sticks are not allowed.

602 **PERMANENT FIXTURES**

The permanent fixtures of the court include the backstops and sidestops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the Chair Umpire, Line umpires, and ball persons when in their recognized positions.

603 **THE BALL**

All balls must be approved by the International Tennis Federation. If a ball gets broken during play, the point shall be replayed. (SEE BALL CHANGES Rule 637)

604 **THE RACKET**

Rackets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

A The hitting surface, defined as the main area of the stringing pattern bordered by the points of entry of the strings into the frame or points of contact of the strings with the frame, whichever is the smaller, shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross. The stringing pattern must be generally uniform and, in particular, not less dense in the centre than in any other area.

B The racket shall be designed and strung such that the playing characteristics are identical on both faces. The racket shall be free of attached objects, protrusions, and devices other than those utilized solely and specifically to limit or prevent wear and tear or vibration or, for the frame only, to distribute weight. These objects, protrusions, and devices must be reasonable in size and placement for such purposes.

- C The frame of the racket shall not exceed 29.0 inches (73.7 cm) in overall length, including the handle. The frame of the racket shall not exceed 12.5 inches (31.7 cm) in overall width. The hitting surface shall not exceed 15.5 inches (39.4 cm) in overall length, and 11.5 inches (29.2 cm) in overall width.
- D The frame, including the handle, and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change materially the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to change deliberately any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.
- E The racket must be free of any device that may provide communication, advice, or instruction of any kind, audible or visible, to a player during a match.

605 **SCORE IN A GAME**

A **Standard game**

A standard game is scored as follows with the server's score being called first:

No point – “Zero”

First point - “1”

Second point - “2”

Third point - “3”

Fourth point - “Game”

Except that if each player/team has won three points, the score is “Game Point – Receiver’s Choice”. The player/team who wins the next point, wins the “Game”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

B Tiebreaker game

During a tiebreaker game, points are scored “Zero”, “1”, “2”, “3”, etc. The first player/team to win five points wins the “Game” and “Set”. If the tiebreaker game reaches 4 points all (“Game Point – Receiver’s Choice”) the winner of the ninth point will win the “Game” and “Set”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the tiebreaker game shall continue from the set. Each player will serve two points with the exception of the final server of the set who will serve three points (points 7, 8, & 9).

C Supertiebreaker

During a Supertiebreaker game, points are scored “Zero”, “1”, “2”, “3”, etc. The first player/team to win seven points wins the “Game” and “Set”. If the tiebreaker game reaches 6 points all (“Game Point – Receiver’s Choice”) the winner of the ninth point will win the “Game”, “Set”, and “Match”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the Supertiebreaker game shall be decided by coin toss (called by the visiting team’s coach). Each player will serve two points with the exception of the final server of the set who will serve three points (points 11, 12, & 13). Teams are allowed one substitution per gender during the Supertiebreaker.

606 SCORE IN A SET

The first team to win five games wins that “Set”. If the score reaches four games all, a tiebreaker game shall be played.

607 **SCORE IN A MATCH**

- A **GAME** - Each game will count for one point in the overall match score.
- B **OVERTIME** - Overtime will be played if the trailing team wins the fifth set. Overtime will be a continuation of the fifth set. The service order will continue from the final set. Overtime will consist of games that will continue until either the trailing team ties the overall match score at which time a Supertiebreaker will be played or the leading team wins one game.
Note: Overtime is a continuation of the fifth set in regards to substitutions and ball changes.
- C **MATCH** - The winner of a match is the team which accumulates the most games at the end of five sets and if necessary Overtime and a Supertiebreaker.

608 **SERVER & RECEIVER**

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The receiver is the player who is ready to return the ball served by the server.

609 **CHOICE OF ENDS & SERVICE**

The choice of sides, or the right to be server or receiver shall be decided by the home team. This means: Home team has the choice for sets 1, 3, 5 or 2 and 4. The choice for a Supertiebreaker is decided by coin toss (the visiting team's coach shall call the coin toss).

610 **CHANGE OF ENDS**

A change of end occurs:

A) After 4 games in each set

Note: When the score reaches 4 all in any set, do not change sides until 4 points have been played in the tiebreaker

B) After 4 points in 9 point tiebreaker

C) Before Overtime

D) After 4 games in Overtime

E) After 6 points in the Supertiebreaker

Note: Time shall be called after 60 seconds and play is to begin within 90 seconds.

611 **BALL IN PLAY**

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

612 **BALL TOUCHES A LINE**

If a ball touches a line, it is regarded as touching the court bounded by that line.

613 **BALL TOUCHES A PERMANENT FIXTURE**

If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

614 **ORDER OF SERVICE**

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game. In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game.

Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

NOTE: In overtime the order of service continues from the fifth set.

615 **ORDER OF RECEIVING IN DOUBLES**

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set. After the receiver has returned the ball, either player in a team can hit the ball.

616 **THE SERVICE**

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the centre mark and the sideline. The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

617 **SERVING**

When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game. In a tiebreaker game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

618 **FOOT FAULT**

During the service motion, the server shall not:

- a. Change position by walking or running, although slight movements of the feet are permitted; or
- b. Touch the baseline or the court with either foot; or
- c. Touch the area outside the imaginary extension of the sideline with either foot; or
- d. Touch the imaginary extension of the centre mark with either foot.

If the server breaks this rule it is a "Foot Fault".

619 **SERVICE FAULT**

The service is a fault if:

- a. The server breaks rules 616, 617 or 618; or
- b. The server misses the ball when trying to hit it; or
- c. The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
- d. The ball served touches the server or server's partner, or anything the server or server's partner is wearing or carrying.

620 **SECOND SERVICE**

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

621 **WHEN TO SERVE & RECEIVE**

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready. A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

622 **THE LET DURING A SERVICE**

The service is a let only if a service or a fault is delivered when the receiver is not ready. (See Rule 623). The ball should be played if the ball served touches the net, strap, or band, then lands in the correct service box. In doubles, either member of the receiving team may return a serve which strikes the net, strap, or band, then lands in the correct service box.

623 **THE LET**

In all cases where a let has to be called under the rules, or to provide for an interruption to play, the whole point shall be replayed.

624 **PLAYER LOSES POINT**

The point is lost if:

- a. The player serves two consecutive faults; or
- b. The player does not return the ball in play before it bounces twice consecutively; or

- c. The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
- d. The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
- e. The receiver returns the service before it bounces; or
- f. The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or
- g. The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or
- h. The player hits the ball before it has passed the net; or
- i. The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
- j. The ball in play touches the racket when the player is not holding it; or
- k. The player deliberately and materially changes the shape of the racket when the ball is in play; or
- l. In doubles, both players touch the ball when returning it.

625

A GOOD RETURN

It is a good return if:

- a. The ball touches the net, net posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court; except as provided in Rule 602 and 624 (d); or
- b. After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court, provided that the player does not break Rule 624; or
- c. The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court; except as provided in Rules 602 and 624 (d); or
- d. The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court, or

- e. The player's racket passes over the net after hitting the ball on the player's own side of the net and the ball hits the ground in the correct court; or
- f. The player hits the ball in play, which hits another ball lying in the correct court.

626 **HINDRANCE**

If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

627 **CORRECTING ERRORS**

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

- a. During a standard game or a tiebreaker game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the correct half of the court according to the score. A fault that was served before the error was discovered shall stand.
- b. During a standard game or a tiebreaker game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.
- c. If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. A fault that was served by the opponents(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

d. If a player serves out of turn during a tiebreaker game and the error is discovered after an odd number of points have been played, the error is corrected immediately. If the error is discovered after an even number of points have been played, the order of service shall remain as altered. A fault that was served by the opponent(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

e. During a standard game or a tiebreaker game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.

628 **ROLE OF COURT OFFICIALS**

The Chair Umpire is the person on the box. He/She may overrule a Line Umpires call, immediately. Any decision based on fact made by the Chair Umpire is final. Any decision of law made by the Chair Umpire may be appealed to the referee. Appeal procedures are outlined in Section 7.

629 **CONTINUOUS PLAY**

As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.

The maximum time starts from the moment that one point finishes until the first service is struck for the next point.

a. Between points, a maximum of twenty (20) seconds is allowed.

Penalties for violating the twenty second rule are as follows:

1. First Violation – Verbal Warning to Coach
2. Second Violation – Time Violation Warning issued to Team
3. Third and Subsequent Violations – Time Violation – Point Penalty

- b. When the players change ends at the end of a game, a maximum of ninety (90) seconds are allowed.
- c. If, for reasons outside the player's control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player is not allowed reasonable extra time to rectify the problem. The player may be substituted for or he must be defaulted.
- d. No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical timeout of three minutes for the treatment of that medical condition.
- e. Should a player, because of physical unfitness or an unavoidable accident (not within his/her control), be unable to continue play, he/she may be substituted for or he/she must be defaulted.
- f. If the umpire decides that a player is deliberately stalling to gain time or unfairly disconcert his/her opponent, the umpire should assess a code violation to him/her after giving his/her coach one warning.

630 **COACHING**

Coaching is allowed at any time when the ball is not in play. Coaches may not enter the court during a set except during a timeout. Coaches must obey the Continuous Play Rule (See Rule 629).

631 **PIPE SUPPORT/CAMERAS UNDER NET**

If a player touches the pipe support/camera, it is considered to be part of the net. If a ball touches the pipe support/camera it is considered to be part of the ground.

632 **RULES APPLY TO BOTH GENDERS** Except where otherwise stated in this Rules Guide all rules apply to both genders.

633 **MEDICAL TIMEOUT**

If a player sustains an injury that may require treatment from the Sports Medical Trainer or doctor he/she may use a three (3) minute medical timeout per condition per set. This treatment may be taken immediately or on the next changeover. (See Rule 629) Note: A player may receive treatment for the same injury in different sets.

634 **INDOOR BACKUP FACILITY**

If a match is moved indoors the scoreboard and umpires microphone/sound system must be used in addition to other League required on-court necessities, internet for Live Scoring, and any other items stipulated in the Operations Manual, including the Umpire Box or a safe alternative that is at least three feet off the ground.

635 **WINNER OF A MATCH** The team which accumulates the most games at the end of the five sets plus Overtime, if any, and Supertiebreaker, if necessary, shall be declared the winner.

A In the event the teams are tied in total games after 5 sets plus Overtime, if necessary, a seven out of 13 point Supertiebreaker shall be played to determine the winner. The winner shall receive a “win” in the standings and the loser shall receive a “loss” in the standings.

B Prior to the Supertiebreaker, a three-minute break may be taken. A coin toss by the umpire, with the visiting team making the call, shall determine the choice of side, server, or receiver. The Supertiebreaker must be the same set as the fifth set with the substitution rules in effect.

636 **AFTER THE MATCH HAS STARTED**

A A penalty of one point shall be charged by the umpire for any ball hit after the three-minute or designated warmup period.

B All warmups shall be conducted between team members.

C All breaks begin at the conclusion of the last point of the prior set.

- D If play is suspended for less than 15 minutes play shall resume immediately. If play is suspended for more than 15 minutes there shall be a 3 minute re-warm up.
- E Once the match is in progress players and/or coaches are not permitted to warm up or practice on any other court at the facility.

637 **BALL CHANGE**

- A Six new balls will be used per set. The balls used in the last set played shall be the ones used in Overtime & the Supertiebreaker.
- B If a ball is lost during the warmup or before the beginning of the second game of each set, the ball will be replaced by a new ball; after the start of the second game a “like wear” ball will replace the lost ball.
- C If a ball is hit into the stands during play, the fan that catches the ball may keep it.

638 **PLAYERS BENCH**

- A The only persons allowed on the home and visiting team benches are: players, coaches, team trainer and one team representative-either team owner or general manger. A team owner or general manager must obey the WTT code of conduct rules and is not allowed to argue any calls with the Chair Umpire.
- B If a person other than the players, coach, trainer, owner/General Manager is on the bench the team will be issued a verbal warning by the Chair Umpire. If the individual refuses to leave, the team will be penalized 1 point for each additional 30 seconds under the Delay of Game rule. If the individual returns the Chair Umpire will issue a Delay of Game penalty for each 30 seconds that the individual remains on the bench.

639 **SPECTATOR MOVEMENT**

Spectators may move to and from their seats between points. The four game changeover is too long a wait for the fans if they are visiting the concession or restroom areas. Fans will be encouraged to move quickly and to cause as little disruption as possible

SECTION 7

APPEALS, FINES AND CONDUCT



- 701 **FRANCHISE OWNERS APPEALS** should be submitted to WORLD TEAMTENNIS, LLC in writing. Appeals will be decided by the CEO/Commissioner unless he/she assigns the matter to Counsel. The decision of the CEO/Commissioner is final. Franchise owners may appeal to an arbitrator chosen by and from a Professional Association of Arbitrators. The decision of the Arbitrator will be final as to findings of fact, but the arbitrator may not rewrite any term of the Franchise Agreement. The cost of the arbitration, including attorney's fees will be borne by the losing party.
- 702 **PLAYER APPEALS** during a match may only be made through the Coach to the umpire. Any disputes should be discussed by the coach and the umpire only. The decision of the umpire will be final. Player appeals of rulings and effects of these Rules other than in a playing situation may be made in writing to WORLD TEAMTENNIS, LLC. Upon hearing the matter the CEO/Commissioner of WORLD TEAMTENNIS, LLC will render a decision. If the amount in question exceeds \$5,000, the Player may submit the issue to an Arbitrator selected by and from a professional arbitrating association. The cost of the Arbitration, including attorney's fees will be borne by the losing party (see Coaches Challenge Rule 704).
- 703 **APPEALS.** The coach may appeal to the umpire. The umpire can overrule an official's call.
- 704 **COACHES CHALLENGE.**
1. Each team will receive 2 challenges per set and will receive an additional challenge if the set goes to a tiebreaker. Challenges cannot be carried over from the set to set.
 2. Teams receive an extra challenge for Overtime. This challenge is added to any remaining challenges from the 5th set.
 3. Teams receive an extra challenge for the Supertiebreaker. This challenge is added to any remaining challenges from the 5th set and/or Overtime.

4. Teams can challenge a call up to and including the final point of the match. Play must be stopped immediately, reflex returns are acceptable.
 5. A request for a Coaches Challenge of a line call or overrule by a team shall be allowed only on either a point-ending shot or when a player team stops playing the point during a rally (returns are permitted but then the player must immediately stop).
 6. Challenges must be made within 10 seconds of the conclusion of the point.
 7. If the challenge results in the call being overturned, the point will either be awarded to the challenging team or a let will be played. The team that challenged the call will not lose a challenge if the challenge is correct and the call is overturned. However, if the call stands, the challenging team will be penalized the loss of one challenge.
 8. The Chair Umpire will conduct all replay reviews on either a court-level monitor or the stadium LED screen. The umpire will review the shot (mark), and make his/her decision. All players not playing in the current set **SHALL** remain on their bench.
 9. Once the Chair Umpire has made his/her ruling, players will have 30 seconds to start the next point.
 10. If the review is inconclusive, then the original call on court stands and no challenges will be lost.
- 705 **CONDUCT CONTROL.** All officials working the match shall report to the Chair Umpire any infractions of the rules. For misconduct on the part of players, coach or other team members or failure to perform, the following procedure will be followed:

- A CODE OF CONDUCT VIOLATIONS:** All conduct penalties are charged to the team playing the event at the time of infraction and are cumulative during the entire match. If the conduct penalty is awarded between events, the team playing the next event will be charged with the penalty. World Team Tennis uses a five (5) step system: warning, point, game, default of current set, default of match. The Chair Umpire shall announce each penalty over the Microphone.
- B** All code violations will be investigated by the Director of Officiating and the umpire as well as the involved player(s) will be interviewed during the process. Any video or audio files that will exist will also be reviewed. If the Director of Officiating deems the offense finable, the following guide will be used.
- 1st Code Violation of the season – Minimum \$150 & Maximum \$500
 - 2nd Code Violation of the season – Minimum \$500 & Maximum \$1,000
 - 3rd Code Violation of the season – Minimum \$1,000 & Maximum \$2,500
 - 4th & Subsequent Code Violation of the season – Minimum \$2,500 & Maximum \$5,000
- C** A player can be ejected by the umpire for unprofessional conduct. The defaulted player must leave the playing area (e.g. court and public areas) for the remainder of the match. Teams may make a substitution for an ejected player for the current set and remaining sets.
- D** If a set is defaulted, all games won in the set stand, the opposing team's score is advanced to end the set.
- E** In the event of an aggravated situation, the Chair Umpire may issue a ten (10) minute break. Teams shall leave the court during this break.

706 COACHES' CODE OF CONDUCT

A **INTRODUCTION** - The Coaches' Code of Conduct is established to protect the players and coaches participating in Mylan WTT, and to provide a healthy and safe environment. This code does not contain a fully inclusive list of prohibited conduct. Team Owners and WTT expect the WTT League coaches to act in a professional manner at all times, using this code as a guide for situations that may have ethical implications.

B COACHES' CODE OF CONDUCT GUIDELINES

- a. Coaches shall provide information based on their education, training, and experience.
- b. Coaches shall strive to expand their professional development. This can be accomplished via education and certifications from tennis professional associations.
- c. A Coach's primary concern shall be his/her players' health and safety. This includes any actions under his/her control concerning the player's mental and physical welfare.
- d. Coaches are expected to know and understand the WTT rules.
- e. Coaches must remain fair and ethical at all times, and must not act in any way that can injure a player.
- f. A Coach shall not discriminate while performing his/her duties based on race, ethnicity, national origin, religion, age, or sexual orientation.
- g. Coaches must not abuse their power or authority in a way which could affect the welfare or well being of any player.

- h. A Coach shall not engage in physical, verbal, or mental abuse of his/her players or any other individual with whom a Coach comes in contact while coaching in Mylan WTT.
- i. A Coach shall not have any sexual contact with any player on a team coached by such Coach, provided however, if a pre-existing relationship exists between a Coach and a player, such prohibition shall not apply if the relationship has been disclosed by both Coach and player (Intimate Relationship Disclosure and Acknowledgement Form has been completed by Coach and player disclosing relationship), and WTT has not determined in its sole discretion that the relationship is creating problems for or interfering with the activities or responsibilities of any team, Coach or player or of Mylan WTT.
- j. A Coach shall not have any sexual contact with any individual that is under the age of legal majority in the jurisdiction where the act takes place or the age of majority in the residence of the player, whichever is a higher age.
- k. All sexual contact with a Coach must be consensual by all parties regardless of the age of the parties involved.
- l. A Coach shall not sexually harass individuals with whom he/she comes in contact while coaching in Mylan WTT.
- m. Coaches must comply with federal, state, and local laws at all times.
- n. Coaches shall perform all reasonable actions to help prevent players from violating WTT anti-doping and other rules.
- o. Coaches shall act in a professional manner at all times so as not to reflect unfavorably on WTT, its teams, players, officials, and sponsors.

C REPORTING PROCEDURES

- a. Any person who believes that a coach has violated this code may file a written report with the CEO of the WTT League. The report shall (i) include the reporter's name, (ii) be signed by the person making the report, and (iii) contain a detailed report of the alleged violation.
- b. Once the CEO receives the signed report, he/she shall immediately start an investigation, or shall engage an authorized representative of WTT to start an investigation on his/her behalf.
- c. A coach will be notified in writing of any complaints that have been made against him/her. Once the investigation has been commenced, the coach shall have the opportunity to be heard and to defend his/her actions prior to any decision being made.
- d. If a coach fails to appear for a disciplinary hearing after being notified in writing of same, the CEO will have the authority to enter a penalty/punishment against the coach as set forth in Section 4 below, without determining whether a violation occurred.

D PUNISHMENT AND/OR PENALTIES

In the event of any violation or alleged violation of the Coaches' Code of Conduct, the CEO will make a decision based on the available information, including any information that is learned during the investigation. Penalties and/or punishments may include any or all of the following:

- a. Denial of opportunity to coach in Mylan WTT;
- b. Denial of access to WTT venues or events associated with WTT.
- c. Suspension from current season
- d. Fine up to \$10,000
- e. Reporting of the coach's violations to the sport's other administrative bodies, including but not limited to the ATP, WTA, and ITF.

Note: Team Owner and the WTT League reserve the right to prohibit any coach from coaching in Mylan WTT if he/she has been sanctioned/punished by the ITF, ATP, WTA Tour, National federation, or any other tennis organization, i.e., if a coach is suspended for two years he/she may not be eligible to coach a WTT team during that two-year period of time.

707 **DRUG POLICY.** Any WTT player who is conclusively found to have violated the tennis Anti-Doping Program, jointly administered by the WTA Tour, the ATP Tour and the International Tennis Federation (ITF), will be prohibited from participating in the WTT season and will not be able to participate in any WTT matches until he/she has served his/her punishment as ordered by the WTA/ATP or ITF, and has returned to regular competition on the WTA/ATP or ITF Tours. “Conclusively found to have violated the Tennis Anti-Doping Programs”, means the player has exhausted all appeals related to the initial findings. A player whose appeals are still ongoing will be permitted to play WTT until such time as he/she has exhausted the appellate process and has been found to have violated the anti-drug programs.

708 **PROFESSIONALISM** The reputations of each Player, other Players, coaches and personnel related to Mylan WTT, WTT, the WTT teams and WTT’s sponsors can be adversely affected by any deficiencies in the professionalism and overall caliber of services provided by Players to WTT. Accordingly, Players will always conduct themselves in a professional manner and will act promptly to correct any deficiencies pointed out by WTT, their team or their designated representatives.

In furtherance of the above, if a Player engages in any act, behavior or communications (whether oral, written or electronic or in any other medium or by any other method) that brings the Player into public disrepute, contempt, scandal or ridicule, or which shocks or offends the community or any group or class thereof, or which reflects unfavorably upon the reputation of Player, other Players, coaches and personnel related to Mylan WTT, WTT, World TeamTennis LLC, the WTT teams or WTT’s sponsors, or if a Player takes any action against WTT or makes or authorizes any statements in derogation of, or

disparaging, directly or indirectly, other Players, coaches and personnel related to Mylan WTT, WTT, World TeamTennis LLC, the WTT teams or WTT's sponsors, such act, behavior or communications constitutes a material breach of the Player's Player Independent Contractor Agreement and a violation of this Code of Conduct. In such event, the WTT/CEO or Commissioner, on behalf of WTT, at his/her option and in his/her sole discretion, may take any or all of the following actions: (i) remove the Player from participation in the Player Draft, (ii) give notice that WTT elects to terminate Player's Player Independent Contractor Agreement without further liability hereunder other than any participation fees due and owing the Player as of the termination date, (iii) suspend the Player, (iv) fine the Player in an amount not to exceed the aggregate amount of all amounts due under the Player's Player Independent Contractor Agreement, or (v) take such other action as the WTT/CEO or Commissioner deems reasonable under the applicable circumstances.

If a player is defaulted from a match during the 2014 season as a result of unsportsmanlike conduct (such as, by way of example, presenting the player's middle finger to the chair judge), regardless of whether the player's Player Independent Contractor Agreement is terminated or not, such event will constitute a match default and will result in **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee.**

709 **FRANCHISE OWNER.** The League may assess those fines deemed necessary to properly enforce these rules, the franchise agreement, or the operations manual. However, if said determination is not accepted and the matter goes to arbitration, WTT does not waive any further rights under the Franchise Agreement for any material breach which might arise under the contract or as a matter of law.

A In addition to any other right or remedy contained in the franchise agreement, the CEO/Commissioner shall have the authority to summarily fine any team on a non-appealable basis, a sum up to \$50,000 for any payment of compensation to a player by such team directly or indirectly other than compensation from the League as provided for in each player's individual Player Agreement.

B A Franchise Owner, Legal Counsel, General Manager, Coach or anyone else associated with (working for/employed by) a WTT team does not have the authority, under any circumstances, to negotiate a player's match fee directly with a player and/or player's agent and/or parent. All player fee negotiations or any other negotiations related to player participation are handled by the World TeamTennis League Officials.

710 **PLAYERS CONDUCT FINES**

A The player understands and agrees that the player's withdrawal from the League and refusal to honor his/her obligations hereunder is a violation and breach of their Player Independent Contractor Agreement and will cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, the player agrees to compensate WTT in the amount of US\$10,000.00 as and for liquidated damages and not as a penalty, to cover advertising, replacement player and other costs. This paragraph does not apply if player withdraws due to a legitimate medical injury supported in writing by a treating doctor.

B **DECORUM FINE:** Any player failing to be in the proper match uniform, whether on the team bench or on the court, will be fined a maximum of \$1,000 per occurrence. Players who may not wear the actual uniform, because of a conflicting clothes endorsement, must wear clothes which look substantially like the uniform with the same colors and general color pattern. The players name must be on the back of player's shirt and WTT patch must be on the front of player's shirt. The League will have final approval of any patches other than the WTT patch.

- C **COACHES** may fine a player up to \$500 an occurrence for missing a team practice, meeting, or team provided transportation.
- D **PRESS CONFERENCES.** Players and coaches shall attend all Press Conferences, other media requests, or press interviews, including but not limited to post match interviews scheduled by team franchise owner or WORLD TEAMTENNIS, LLC. Failure to comply with the terms of this paragraph will result in a fine.
- E **COMPETING EVENTS.** Playing in any other competing tournaments (including qualifying) or exhibitions during the WTT season (July 6-23, 2014) & WTT Conference Championships & WTT Finals (July 24-27, 2014), or in the case of marquee players, during their participation period will result in a fine unless otherwise noted in the Player's Player Independent Contractor Agreement or approved on a case by case basis by the CEO/Commissioner. (See also 804 A & B)
- F **PER DIEM.** All meals will be covered for the players on match days (14 days). All teams will pay for their player's food while on the road. All teams will pay \$400 per roster player. At home matches, food will be provided for all home and visiting players. Food will include a hot meal (pasta with sauce), cold sandwiches, and fruit.
- 711 **COLLECTING FINES**
- A Within 10 days of receipt of notice of the fine; a written appeal or a request for arbitration must be received or submitted to the League. Fines not promptly paid will give rise to interest accruing, and will be set off (fine and interest) from any distribution from League income to concerned team. If there is an appeal or arbitration and the award is in favor of the League, interest (at a rate of 10%) will accrue from the date of the notice.
- B **PLAYER FINES** will be deducted from the appropriate players' participation fees which are paid by WORLD TEAMTENNIS, LLC. If a player wins an appeal of a fine, the League will pay the player interest (10%) on fines withheld.

712 **ABUSE OF OFFICIALS**

- A Physical Abuse of Officials – Any Player, Coach, Team Representative, or Franchise Owner who deliberately strikes an official and causes injury or who deliberately applies physical force in any manner against an official with intent to injure, or who in any manner attempts to injure an official shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than \$5,000 and no greater than \$50,000. (For the purpose of the rule, “intent to injure” shall mean any physical force which a Player, Coach, Team Representative, or Franchise Owner knew or should have known could reasonably be expected to cause injury.)
- B Any Player, Coach, Team Representative, or Franchise Owner who deliberately applies physical force to an official in any manner (excluding actions as set out above), where physical force is applied without intent to injure, or who spits on an official, shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than \$1,000 and no greater than \$10,000.
- C Verbal Abuse of Officials - Any Player, Coach, Team Representative, or Franchise Owner who verbally abuses an official shall be subject to an unappealable fine no less than \$500 and no greater than \$25,000 as determined by the CEO/Commissioner.
- D Any Player, Coach, Team Representative, or Franchise Owner who criticizes the Chair Umpire, Line Umpires, or an Umpire’s decision in a public forum or to the media will be subject to an unappealable fine no less than \$500 and no greater than \$5,000 as determined by the CEO/Commissioner.

713 **FRANCHISE FINES**

- Franchise will be fined the following per occurrence:
- a. Stringer not on site – \$500 Fine per occurrence
 - b. Doctor or Trainer not on site - \$1,000 Fine per occurrence

SECTION 8

TERMS OF PARTICIPATION



- A All players shall make three personal appearances on behalf of WTT, each in or near the player's team's home city. If requested by the team, one such appearance shall take place in April, May, June, or July 2014. Within seven days after the team's request for such appearance, the player shall inform the team of one date in each of April, May, June, or July 2014 on which the player is available to make such appearance. If the player makes an appearance in April, May, June, or July 2014, the second and third appearances shall take place as the parties may mutually agree during the 2014 Regular Season. If the team does not request that one appearance take place in April, May, June, or July 2014, then the player shall make all three appearances during the 2014 Regular Season. WTT agrees to provide the player with lodging, local transportation and round-trip, coach-class air travel for the player only (no guests) within the continental United States in connection with the appearances. However, for any appearance which takes place within three days prior to the start of the 2014 Regular Season, the Player is solely responsible for providing transportation to the player's team's home city and WTT will not reimburse the player for air travel, lodging, or local transportation expenses.
- B Failure to inform the team of dates the player is available for appearances, or the failure of the player to make appearances, will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

802 **INTERVIEWS; PRESS CONFERENCES; SPONSOR PARTIES; PRO-AMS; CLINICS, ETC.**

- A In connection with each match in which a player is scheduled to participate, each player shall be available for and participate in up to three (3) interviews not to exceed one (1) hour total for print, radio, television or WTT website to promote WTT, World TeamTennis matches and the team. Interviews will take place in advance or on the day of each match. Each interview may take place in person or by telephone, satellite or other mutually agreeable remote mechanism.
- B Each player shall also be available for media pre & post-match if requested for each match in which the player participates. In addition, at WTT's request, players shall attend, at each match in which the player participates, the pre-and post-match sponsor parties for at least fifteen minutes each. Each player shall also make his/her best effort to be available for pro-ams, clinics and other appearances if requested by WTT.
- C A player's failure to provide these interview services will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.
- D Each player shall attend a post-match autograph session.
- E A players failure to attend autograph sessions will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

- F The roster player's team and the League must be notified at least 48 hours prior to the match in writing of the requests. The request must include the time and location of items. The maximum visiting team commitment is limited to 30 minutes.
- G The warm up times must be adjusted to allow the visiting team 30 minutes of court time with all members if requests are made.

803 **SOCIAL MEDIA**

- A Each player shall participate in two online (Social Media) chat sessions or interviews (or one chat and one interview) during the 2014 Regular Season. Each online chat or interview session will last up to sixty minutes each. The online chat sessions and interviews must predominantly relate to positive promotion of WTT, Mylan WTT matches, and the player's team. Player may be asked to link to their Team and WTT.com Facebook and/or Twitter pages if Player has such page or pages. Player may be asked to post WTT related material on their Facebook and/or Twitter pages. Each player shall refrain from using language or text on the Internet that would directly or indirectly tend to shock or offend the morals of persons of normal sensibilities.
- B A player's failure to provide these social media services will result in the **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

- A **OTHER TENNIS EVENTS.** Players shall not play in any exhibitions, tournaments, or other tennis or tennis-related events (unless otherwise noted in the Player's Player Independent Contractor Agreement or approved by the CEO/Commissioner), except a match in the 2014 Wimbledon Championships, during the 2014 Regular Season and, if the team is scheduled to participate in the 2014 WTT Conference Championships & WTT Finals, during the week of the 2014 WTT Conference Championships & WTT Finals. In the event of such occurrence, WTT will have the right to **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, per occurrence, by a pro rata amount determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.
- B If a player is still competing in the Wimbledon Championships and misses WTT matches, their guarantee will be pro-rated. Players will still be eligible for bonus prize money provided they play in 80% of the matches from the time they rejoin the team after Wimbledon.
- C If a Player is absent from any match, leaves a match early or arrives late to a match, for any reason, including illness, injury and/or family emergency, then the Player Participation Fee will be reduced by a prorated amount in accordance with the player's World TeamTennis agreement
- a. If the player travels with the team and takes part in the other requested activities (examples: sponsor visits/clinics, media, autograph sessions), then the player's fee will be reduced by the amount of the sub, and the Player will receive a minimum of 50% of their per match fee.
 - b. If a player does not travel with the team or is not present at a match their fee will be reduced by 1/14th.

- c. If the team Coach decides that player is not ready to play and player says they are 100%, the League will make the final determination based on the recommendation of the team doctor.

D **OTHER SERVICES.** A player's acceptance of any payment for services by a party other than WTT other than regularly scheduled endorsement or appearance payments, without the prior written consent of WTT, is a violation and breach of player's Player Independent Contractor Agreement and may cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, WTT will have the right to **reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee**, as set forth in each player's Player Independent Contractor Agreement, if any, by a pro rata amount (but not less than US\$10,000) determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

805 **TEAM DECORUM: UNIFORMS, EQUIPMENT & ON-COURT CONDUCT**

A Teams are required to wear their official uniforms for all WTT matches. Styles may vary but uniforms must match each night. No alterations or modifications are permitted. Socks should match uniform. Teams are required to wear the WTT patch/logo on the front left chest position and team patch/logo on the front right chest position of the official uniform shirt. The League will have final approval of any patches other than the WTT patch. (See Rule 710).

The League will provide each team with League Logo and Team Logo patches for sub players and these patches will become the responsibility of the Coach to have with them throughout the season.

Each team must provide an iron onsite for applying patches.

Coaches are responsible for having and coordinating the application of patches. Any violation of the patches will be a finable offense and should be passed on to the coach.

- B HATS.** Players with clothing contracts will be permitted to wear the hat of their clothing manufacturer only if their contract requires them to do so. If a player is not required, pursuant to a written contract, to wear a specific type of hat during match play and media appearances, he/she will wear a WTT hat for all WTT matches and media appearances. ATP hats, WTA Tour hats or any others, will not be permitted during match play.
- C ENDORSEMENT DEALS.** If a player has entered into an agreement to wear certain tennis clothing, patches, and/or use the tennis equipment or accessories of certain business entities while playing in WTT, WTT acknowledges and agrees that the player has the right to do so while such agreements are in effect, subject to the provisions of 805 D-F below and provided that the player notifies WTT and the player's team of such agreements and arrangements in writing. **Accordingly, players shall list all existing agreements and endorsements that affect their obligations on Exhibit B, as attached to the Player Independent Contractor Agreement.**
- D SHIRTS.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) to wear the tennis clothing of a certain business entity, the player shall supply at least six such shirts (that the player will wear) to the player's team by June 1, 2014. **Such shirts must be the same color as the player's team's uniform.** WTT shall have the player's last name and patches bearing WTT's and the player's team's identification (including their names and logos) affixed to these shirts at the team's or WTT's expense, and subject to 805 D below, patches bearing the team's title or presenting sponsor's (but not both) identification (including their name and logo), affixed to the same shirts (each at the team's or WTT's expense).

- E **EXCLUSIVITY.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) that contains an exclusivity clause that expressly prohibits the player from wearing patches containing the identifications of the team's title or presenting sponsors due to a conflict with exclusivity in that same category, then the player shall not be required to wear such patches for as long as such exclusivity exists.
- F **WARM UP TOP** - Player must wear official Team Warm up Top for match introductions unless player contract prohibits.
- G Players will not shake hands at the conclusion of any set. Players must stay on the team bench throughout the match except when warming up. Players are not permitted to socialize with fans or friends while on the team bench.
- H Players shall not consume alcoholic beverages in the court area or on the bench before, during, or after a WTT match. Players shall not be intoxicated while participating in a WTT match.
- I Any conduct not specifically set forth which is dishonorable or unprofessional, or which shows a pattern of flagrant abuse of the facilities, fellow players or officials, or which is injurious to WTT may subject a player and/or a team to a fine and/or default. (See Rule 705 & 710).

INDEX



ITEM	PAGE
ABUSE OF OFFICIALS	71
ALCOHOLIC BEVERAGES	79
ALTERNATE PLAYERS.....	17
ALTERNATE PLAYERS PARTICIPATION	35
AMATEUR PLAYERS	16
APPEALS.....	61
ASSIGNMENT OF PLAYERS	22
ASSISTANT COACHES.....	22
AWARDS.....	9
BALL CHANGE.....	58
BALL HIT AFTER TIME CALLED.....	57
BALL IN PLAY	50
BALL IS LOST.....	58
BALL TOUCHES A LINE.....	50
BALL TOUCHES A PERMANENT FIXTURE.....	50
BALLS	32, 46, 58
BONUS INCENTIVES.....	9
BONUS PRIZE MONEY RULES	10
CEO/COMMISSIONER	5, 61, 69
CHAIR UMPIRE	32, 33, 34, 37, 55, 58
CHANGEOVER	49, 56, 57, 59
CHOICE OF ENDS & SERVICE.....	49
CHOICE OF SERVER OR SIDE	31
CLINICS	74
COACH.....	3, 8
COACHES CHALLENGE	61
COACHES' CODE OF CONDUCT.....	64
CODE VIOLATIONS.....	63
COIN TOSS	48, 49, 57
COLLECTING FINES.....	70
COMPENSATION.....	8
COMPETING EVENTS	70
COMPLETED MATCH	8
CONDUCT.....	79
CONDUCT CONTROL.....	62
CONFERENCE.....	3
CONFERENCE CHAMPIONSHIPS	8
CONTINUOUS PLAY	55
CORRECTING ERRORS.....	54
COURT	45, 46

CROWD CONTROL	37
DECORUM FINE	69
DEFAULT DOUBLES	36
DELAY OF GAME PENALTY	58
DELAYS	41
DELIBERATELY STALLING	56
DOCTOR	37, 57, 69
DOUBLES COURT	45
DOUBLES ORDER OF SERVICE	50
DRAFT	2
DRAFT MASTER.....	26, 29
DRAFT TYPES.....	26
DRUG POLICY	67
EJECTION	63
ELIGIBLE PLAYERS	24
ELIGIBLE TEAMS	24
EMERGENCY SITUATIONS	43
ENDORSEMENT DEALS	78
ENTRANCE TO THE DRAFT	25
EQUIPMENT.....	77
ESTABLISHED DOUBLES TEAM	27
ESTABLISHED MIXED DOUBLES TEAM	27
EXCLUSIVITY	79
EXEMPT PLAYER	14
FAN GUIDELINES	38
FOOT FAULT.....	51
FRANCHISE AGREEMENT	2
FRANCHISE OWNERS.....	2, 61, 68
FRANCISE FINES	71
GAME	49
GAME POINT	47, 48
GOOD RETURN	53
HALFTIME.....	34
HATS	78
HINDRANCE	54
HOME TEAM.....	49
ILL, INJURED OR EJECTED PLAYER.....	36
INDIVIDUAL EVENT FINISH	10
INDOOR BACKUP FACILITY.....	57
INTERNATIONAL EXEMPTION	19
INTERPRETATION OF THE RULES	5

INTERVIEWS	74
LATE START DUE TO TEAMS	42
LEAGUE STANDINGS	6
LET	52
LETTER OF CREDIT	29
LIGHTNING	41
LINE UMPIRES	37, 55
LINE-UP	31
LOSS OF POWER	42
LOSS OF TURN IN DRAFT	27
MARQUEE DRAFT	26
MARQUEE PLAYER	14
MATCH	3, 31, 49
MATCH PROTOCOL	33
MEDICAL TIMEOUT	57
MVP	9, 12
NATIONAL ANTHEM	33
OFFICERS	5
OFFICIAL BALL	2
OFFICIAL PLAYING SURFACE	3
OFFICIALS	37, 55
ON COURT COACHING	35, 56
ON COURT PROMOTIONS	34
ON-COURT CONDUCT	77
OPERATION OF THE DRAFT	27
ORDER OF DRAFT	25
ORDER OF PLAY	31
ORDER OF RECEIVING IN DOUBLES	51
ORDER OF SERVICE	50
OTHER TENNIS EVENTS	76
OVERTIME	49, 50, 57, 58, 61
OVERTIME ORDER OF SERVICE	50
PER DIEM	70
PERMANENT FIXTURES	46
PERSONAL APPEARANCES	73
PIPE SUPPORT	56
PLAYER APPEALS	61
PLAYER EXEMPTIONS	19
PLAYER FINES	70
PLAYER INDEP. CONTRACTOR AGREEMENT	2, 24
PLAYER INJURIES	42

PLAYER LIMITATIONS.....	18
PLAYER LOSES POINT	52
PLAYER OTHER SERVICES	77
PLAYERS	2
PLAYERS BENCH.....	58
PLAYERS CONDUCT FINES.....	69
POSTSEASON SUBSTITUTE PLAYER CRITERIA.....	20
PREMIER EXEMPT.....	29
PRESS CONFERENCES.....	70, 74
PRO-AMS	74
PROFESSIONALISM	67
PROHIBITIONS	76
PROTECTION ELIGIBILITY	17
PROTOCOL PENALTIES	33
RACKET.....	46
RAIN	41
RECEIVER	49
RE-WARM.....	43, 58
ROOKIE OF THE YEAR.....	12
ROSTER DRAFT	26
ROSTER PLAYER.....	16
RULES	2, 56
SCHEDULE.....	3
SCORE IN A EVENT.....	48
SCORE IN A GAME	47
SCORE IN A MATCH	49
SEASON	3
SECOND SERVICE	52
SERVER.....	49
SERVICE FAULT	52
SERVING GENDER TO GENDER.....	47
SET BREAK	34
SHIRTS	78
SINGLES STICKS.....	46
SOCIAL MEDIA	75
SPECIAL CIRCUMSTANCES	41
SPECTATOR MOVEMENT.....	59
SPONSOR PARTIES.....	74
STANDINGS TIEBREAKERS	6
SUBSTITUTE.....	31
SUBSTITUTE PLAYERS	19

SUBSTITUTION	31, 32, 36, 48
SUPERTIEBREAKER.....	48, 49, 50, 57, 58, 61
SUPERTIEBREAKER ORDER OF SERVING.....	48
SUPERTIEBREAKER SCORING	48
SUSPENDED PLAY	41
TEAM DECORUM.....	77
TEAM FINISH.....	10
THE SERVICE	51
TIEBREAKER	48, 49, 61
TIEBREAKER SCORING	48
TIES	11
TIMEOUTS.....	35
TRADES	28, 29
TRAINER.....	37, 58
UNIFORMS	77
UNPROFESSIONAL CONDUCT	63
USA DAVIS/FED CUP EXEMPTION	19
WARM-UP.....	31, 32, 33, 34, 37, 57, 58
WARM-UP JACKET	79
WEATHER DELAY.....	41
WILDCARD PLAYER.....	14
WILDCARD PROCEDURE.....	15
WIMBLEDON CHAMPIONSHIPS	10, 76
WINNER OF A MATCH	57
WORLD TEAMTENNIS, LLC	2
WTT CONFERENCE CHAMPIONSHIPS	3, 6
WTT FINALS	3, 6
WTT TEAM.....	31